# NORTHWEST USERS

## COMMODORE 64 STARTER KIT

## ABOUT NORTHWEST USERS

Northwest Users was originally a Commodore 64 Users Group. It has since evolved into a company which offers a full range of services to Commodore Users.

The company was founded on the premise that the vast majority of the software now on the market for the Commodore 64 is over-priced and too technical in design. The fact that most Commodore 64 users are not experienced computer operators reinforces the idea that there needs to be diverse, inexpensive and easy-to-use software readily available for the C-64.

Northwest Users offers a number of services to Commodore 64 Users including public domain software librarying and copying, regular newsletters, revision subscription programs, development contests and resource services for schools.

For further information see the back cover of this guide.

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## HOW TO GET STARTED:

This Users Guide contains instructions for both disk and tape users. If you are not an experienced Commodore 64 user please load the BASIC PRIMER program using the instructions below before continuing. Further loading instructions are on page 2 of this guide. All users should be familiar with the commands and instructions on these pages before continuing.

Remember! Novice users should start by loading the BASIC PRIMER program. This will help you to learn how to load other programs, how to use the keyboard and get you more comfortable with your C-64.

## HOW TO LOAD THE "BASIC PRIMER" PROGRAM

Notes: A) Type in **exactly** what is written in the square brackets but do **not** type in the square brackets themselves.
B) Never use the SHIFT key when entering commands.

### FOR DISK USERS

1. Turn disk drive on.
2. Insert disk in drive.
3. Type [load "loadme",8]
4. Hit the RETURN key. (You should hear the disk drive whir.)
5. Wait until the computer reports: READY. Then type [RUN] and hit the RETURN key.
6. Wait 20 seconds. After waiting, spend a few minutes getting familiar with this menu. Then type [3].
7. You are now in the BASIC PRIMER program. Follow the instructions on your screen.

### FOR TAPE USERS

1. Insert tape in datasette. Side 'A' facing up!
2. Press the 'rewind' button until tape stops.
3. Type [LOAD "PRIMER"] (You will see the screen go blank.) Be patient!
4. Wait until the computer reports: FOUND "PRIMER" Then hit the C= key in the lower left hand corner of your keyboard. (You will see the screen go blank again. Patience!)
5. Wait until the computer reports: READY. Then type [RUN] and hit the RETURN key.
6. You are now in the BASIC PRIMER program. Follow the instructions on your screen.

## **DISK USERS HELP** (Cassette Users SEE INSERT)

There are two ways for disk users to load programs from the Starter Kit disk. The "Novice" method is easiest but takes an extra 30 seconds every time you load. The "experienced" method is done just like any other disk load using standard commands. If you are a novice, use the novice method a few times and then go on to the experienced.

## THE NOVICE METHOD

Included on your disk is a "loader" program called "LOADME". This program is a 'menu' of the programs contained on this disk. You simply load the loader and it will load the specific program you wish to use.

When you are finished using any of the programs on this disk, you are asked if you wish to leave the program. If you are finished with the program the loader will be automatically re-loaded so that you may load another program immediately .To load the "LOADME" program follow instructions one through five on page 1 of this guide.

## THE EXPERIENCED METHOD

Notes: A) Type in **exactly** what is written in the square brackets but do **not** type in the square brackets themselves.
B) Never use the SHIFT key when entering commands.

1. Type: [load "$",8]

2. Wait for the computer to report "READY". Then type: [LIST]

3. You are now looking at a directory of the programs on the Starter Kit disk. Decide which program you wish to load and remember the **first three letters** of that program's name.

4. Type: [LOAD "???*",8] Replacing the ??? with the first three letters of your program. (The asterisk just tells the computer that you are abbreviating the program name.)

5. Wait for the computer to report "READY". Then type: [RUN]

6. You have just loaded the program of your choice. Follow the instructions on your screen or/and turn to that program's information on pages 6-9 of this guide.

## THE WORD PROCESSOR

This word processor is amongst the easiest to use available. It is a "menu-driven" program. This means that its capabilities are presented in a list and to use any specific function you select it from the menu.

Full instructions on how to use this word processor are contained on your disk or tape. Follow the instructions below to load this "electronic documentation".

Notes: A) Type in **exactly** what is written in the square brackets but do **not** type in the square brackets themselves.
B) Never use the SHIFT key when entering commands.

### FOR DISK USERS

1. Type: [LOAD "WORD*",8]
2. Press the RETURN KEY.
3. Wait until computer reports READY.
4. Type: [RUN]
5. You will see the WP menu. Press the F7 key.
6. You will see the file menu. Press [L] for load.
7. When asked "Disk or Tape?" Press [D] for disk.
8. When asked "Starting . . . ?" Press the RETURN key.
9. When asked for "Filename?" Press the RETURN key.
10. You will see the screen fill with asterisks. Then you will be returned to the WP menu.
11. To look at instructions on your screen press the F3 key. To print out instructions on your printer press the F5 key.

### FOR TAPE USERS

1. Rewind tape to beginning of SIDE B.
2. Type: [LOAD] then press RETURN.
3. When computer reports FOUND "WORD PROCESSOR" Press the C= key.
4. When computer reports READY. Type: [RUN]
5. You will see the WP menu. Press the F7 key.
6. You will see the file menu. Press [L] for load.
7. When asked "Disk or Tape?" Press [T] for tape.

   From this point on follow disk instructions 8-11. (See left.)

## THE MAILING LIST

Like the word processor, the mailing list is a menu-driven program. It is advisable to set up a dummy mailing list of a few names before you put the real data in.

## NOTES TO DISK USERS:

You will need a blank disk to use this program. This blank disk should not be used for any other programs. You should label it as the "Mailing List Data Disk". You will generally load the Mailing List program using the Starter Kit disk and then immediately insert your Data Disk which is the only disk you will need to use the program. Load the program using normal loading procedures (See Page 2). Then follow the instructions below to look at the "Electronic Documentation" for further information.

## NOTES TO CASSETTE USERS:

You should have a blank tape besides the Starter Kit tape to operate this program. Because you will have names and addresses to save and there is no space on the Starter Kit tape to do this, use the Starter Kit tape to load the program and then your blank tape to save your data. Load the program using normal loading procedures (See Cassette Users Quick Reference Card INSERT.) Then follow the instructions below to look at the "Electronic Documentation" for further information.

## TO LOOK AT THE ELECTRONIC INSTRUCTIONS:

1. Load and Run Mailing List using normal procedures (See Page 1).

2. Select [10] for HELP from the main menu. Follow the instructions on your screen.

**TO LOAD THESE PROGRAMS:**
**DISK USERS - SEE PAGE 2.**
**CASSETTE USERS - SEE INSERT.**

## BASIC PRIMER

This program will prime you for BASIC programming and teach you how to operate your Commodore 64.

## INTRO TO 6502

Tutors in 6502 functions and commands. User should have knowledge of BASIC language.

## SPRITEMAKER 64

A simple sprite editor that allows you to create an image on your screen and automatically writes and line-numbers your data statements.

## MUSICMAKER 64

A composing program that allows you to make your own music without programming, save it, edit it, play it back, etc.

## SID PROGRAMMING

A technical program for creating complex sounds using the Sound Interface Device in your C-64. Use your Programmers Reference Guide.

## LIGHT CYCLES 64

A simple arcade game. Joysticks will improve play but keyboard may be used. Do not hold keys down! Depress and let go.

## MONO-POLE 64

This is the best board-based game for the 64. Use the "SAVE-EXIT" option to save playing configuration so that you may return to unfinished game.

## KIDDIE GRAPHICS

Parents should help children get started with this program. Teaches directional logic and computer operations while having fun.

## JOIN OUR MAILING LIST!

Northwest Users has several Commodore User services including resource services, publications, school programs, user contests. We also maintain the nations most refined collection of Public Domain software for the Commodore 64 which we copy for all C-64 Users. In addition we hope to have our full-color and sound C-64 Telecommunications system up and running in 1984.

To join our mailing list, send us your name, address, the nature of your computer use (personal, business, education, etc.) and let us know whether you use disk or tape. There is no charge for this service.

## FREE PUBLIC DOMAIN CATALOGUE

Northwest has collected over 4000 public domain programs for the Commodore 64. We have reduced this collection to the 300 best programs in some of the following catagories:

EDUCATION (Preschool to Adult)
FOREIGN LANGUAGE
PERSONAL FINANCE
UTILITIES
GAMES AND ENTERTAINMENT

All of these programs have been reviewed, modified and improved by our staff. We will copy any of these programs onto disk or tape for C-64 Users at a cost of $3.00 or less per program.

Send for our free catalogue of these programs now!

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